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Game: **DESCENT: Journeys in the Dark**
Well of Darkness
Altar of Despair
Tomb of Ice
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Print on card **(ensure you are printing at 100% scale)** laminate and trim to size.

DESCENT: Journeys in the Dark

SETUP

1. Overlord Setup

Choose a player to be the **overlord**, who reads the chosen **quest**.

Set up the map pieces as shown by the quest map, place the **compass rose** and **town marker** by the map, and place **monsters**, **doors** etc in the **starting area**.

Separate the **chest markers** into their 3 randomised types with the number sides down; and select the required set of **monster reference cards** corresponding to the number of players.

If desired, customize the **overlord deck** and **glyph markers** using the amount of **treachery** allowed by the quest.

Draw 3 **overlord cards**.

2. Hero Setup

Each **hero player** chooses or randomly receives a **hero sheet** (in a 2-player game the hero player controls 2 heroes).

Take **wound** and **fatigue** as indicated on your hero sheet; 300 **coins;** a set of **order tokens** *(aim*, *dodge*, *guard, rest* and *prolonged action)*; and 1 **hero turn token.**

Draw **skill cards** in number and type (*Subterfuge*, *Fghting* and *Wizardry*) as indicated on your hero sheet. You may choose to trade in 1 skill card for a new card from the same deck.

Purchase **starting equipment** from the town shop deck for the prices indicated and **potions** for 50 coins each.

The heroes then take a number of **conquest tokens** as indicated by the quest and setup their player figures on the map on, or adjacent to, an activated glyph (maximum of 1 figure per space).

ORDER OF PLAY

Hero players may choose the order in which they take turns; use the **hero turn tokens** to indicate this.

Turn 1: **First Hero Player's Turn**
Refresh cards
Equip items
Take an action

Turn 2-4: **Second-Fourth Hero Player Turns** as above

Turn 4: **Overlord Player's Turn**
Collect threat and draw cards
Spawn monsters
Activate monsters

HERO TURN

1. Refresh Cards

All of the hero's *exhausted* cards (those turned on their side) are **refreshed** (turned upright) and ready to use again.

2. Equip Items

A hero may equip, drop or place **items** in his pack. Choose which items are being **equipped** for the turn. At one time the hero may have:

- items whose total number of **hand icons** is 2 or less
- 1 **armour**
- 3 **potions**
- 2 **other items**

Up to 3 **unequipped** items (facedown) and any amount of **money** may be in a hero's pack. Items in a pack cannot be used but may be equipped later.

Excess items must be dropped.

3. Take one Action

Choose one action from the following:

Run

Move:	Up to **2x Speed** in MPs.
Attack:	Cannot attack.

Battle

Move:	0 MPs.
Attack:	Up to 2 attacks any time during turn.

Advance

Move:	Up to **Speed** in MPs.
Attack:	1 attack any time during turn.

Ready — **2 half actions (one must be an order)**

Move:	Up to **Speed** in MPs.
Attack:	1 attack any time during turn.
Order:	**May place 1 hero order**. If *prolonged action* order may also roll **power dice**.
Concentrate:	A hero with a *prolonged action* order may roll **power dice**.

PROLONGED ACTIONS

Prolonged actions are described in the text of a quest *(eg "make a prolonged Trait (Difficulty) action to do something")*, and are performed by taking the **Ready** action and placing a **prolonged action order token** on your hero.

The token is removed from your hero at the end of your turn. However, you may keep the **progress tokens** you accumulate from performing the prolonged action.

Prolonged actions may or may not be **disrupted**, and the **Trait** indicates which trait is used in the attempt: either *Melee*, *Ranged*, or *Magic*.

Immediately after placing the prolonged action order token on the hero, roll **power dice** equal to the listed trait. **Fatigue** may be spent to add power dice to this roll, up to a maximum total of 5 power dice.

Difficulty indicates how many power enhancements are needed to roll over the course of several turns to complete the action successfully.

For every **power enhancement** rolled on the prolonged action roll, take 1 **progress marker**. If this results in a number of markers equal to or exceeding the action's **Difficulty**, then it is successfully completed.

If a prolonged action has a Difficulty of X, it may be completed with any number of progress markers.

Disrupting Prolonged Actions

Some prolonged actions may be **disrupted** by certain events, such as spending MPs or losing wounds. The individual quest will specify how a particular prolonged action can be disrupted.

If a prolonged action is disrupted, it immediately fails and you discard all progress markers you've accumulated for it so far. A disrupted action can be started over as often as the heroes want to keep trying.

Continuous Prolonged Actions

Continuous prolonged actions must be constantly worked on or they fail. Once a continuous prolonged action has begun, the hero must continue it each turn, or it is disrupted.

Group Efforts

If the quest allows multiple heroes to contribute to a prolonged action's progress, combine the progress tokens into one pool to track the progress of the action.

If the quest indicates that a prolonged action can be a group effort and that it is *continuous*, only 1 hero must continue the action each turn, even if multiple heroes contribute to its progress.

OVERLORD TURN

1. Collect Threat and Draw Cards

Collect 1 threat token for every hero, then draw 2 cards from the overlord deck.

At any time the overlord may discard 1 or more cards to collect extra **threat tokens** equal to the discard values on the card(s).

He *must* discard down to 8 cards or less after drawing the turn's cards.

When the last card is drawn the heroes lose 3 **conquest tokens** and the discard pile is shuffled as a new deck.

2. Spawn

The overlord may play **1 spawn card**, taking the monsters shown on the card and placing them on the board.

Monsters cannot be placed on a figure or obstacle space, but may be placed on a treasure or encounter marker. They cannot be placed in an unrevealed area or in **line of sight** (LOS) of any hero—in this case other monster figures do not block LOS. Any monsters that cannot be placed legally cannot be placed at all.

The overlord cannot place more monsters than the figures available, though a figure (and a trap) may be removed from the board to make it available.

3. Activate Monsters

Each monster on the board may be **activated** once; moving a number of spaces up to its speed and making 1 attack at any time during the move.

OVERLORD CARDS

To play an overlord card the card's **threat cost** must be paid in **threat tokens**.

Event and Trap cards can be played as long as the triggering conditions on the card are met (only 1 card per triggering condition).

Spawn cards can only be played during Step 2 of the overlord player's turn (only 1 per turn).

Power cards can only be played one per turn before activating any monsters in Step 3, and grant special abilities for the rest of the game.

MOVEMENT

Figures move a number of spaces based on their **Speed** in **movement points** (MP) and, in the case of heroes, the action chosen for the turn.

Figures *may* move diagonally; pass through friendly figures as long as they end their turn in an empty space (but cannot attack while in the same space as another figure); around enemy figures (unless that figure has the **Aura or Grapple** abilities); and may make attacks at any point during movement. Facing has no effect.

Players may spend MPs on **actions** instead of movement. Figures *may not* move into or through closed doors, blocking obstacles, or enemy figures at any time.

Whenever a hero has LOS to an unrevealed area of the map, it is immediately revealed by the overlord player, who places monsters, doors etc as indicated by the quest, and reads the descriptive text for the area.

SPENDING FATIGUE

At any time during a hero's turn, and as often as required, a hero may **spend 1 fatigue to gain 1 MP** (even if taking the *Battle* action).

After rolling an attack a hero may **spend 1 fatigue to roll each additional power die** (remember the 5 dice limit).

FEAT CARDS

Feat cards are not revealed to other players, nor may they be traded with or given to other players.

During setup, after Skill cards have been dealt, shuffle the 3 Feat decks separately. Each hero player draws the quantity and selection of Feat cards indicated by the starting skills section of his hero sheet.

Heroes play Feat cards at any time as long as their triggering conditions have been met, then discard them to a discard pile for that type. **Each hero may only play 1 Feat card per turn.**

When a hero activates a **glyph**, all heroes may draw 1 Feat card (unless their sheets state differently). Additionally, some **treasure chests** yield Feat cards as rewards.

Each hero player may only draw from Feat decks of the types they are able to draw from during setup.

When a hero draws the last card in a Feat deck, he shuffles the discards of that feat type and creates a new deck. If there are no discards of that feat type, that type cannot be drawn.

Unless otherwise stated, a player's maximum Feat card hand size is 4. He may still draw Feat cards, but then must immediately discard back down to 4.

TOWN

Heroes can go to the **town** via a **glyph** and a dead hero is *sent* back to the town. Heroes in the town are considered adjacent and may not be targeted by overlord cards.

A hero may **rest** in town, or **buy and sell** in any order and as often as desired.

Items may be sold for half their value (rounded down to the nearest 25). **Treasure cards** can only be bought if the heroes have previously opened at least one chest of that type.

Heroes may choose to shop for 3 MPs.

Item	Cost in Coins
Healing, Vitality, Power, Invulnerability or Invisibility potion	50
Randomly draw 1 copper treasure	250
Randomly draw 1 silver treasure	500
Randomly draw 1 gold treasure	750
Randomly draw 1 new skill (select deck)	1,000
Choose 1 training token (trait max 5)	500

Each **training token** adds +1 to one of the hero's traits, to a maximum value of 5.

ATTACKING

Melee attacks can only be made from an adjacent space and only miss if an X is rolled (ignore range). Heroes add **power dice** equal to the hero's **melee trait**.

Ranged attacks miss if an X is rolled or the rolled range is less then the range to the target. Heroes add **power dice** equal to the hero's **ranged trait**.

Magic attacks miss if an X is rolled or the rolled range is less then the range to the target. Heroes add **power dice** equal to the hero's **magic trait**.

Weapons and monsters may have special abilities or effects.

A hero may use a different **equipped** weapon each time he attacks, even when *Battling*.

If 2 one-handed Melee weapons are equipped, the weapon the hero does *not* use to attack adds its **off-hand bonus** to attacks with the other weapon.

1. Declare Attack

Declare which **space** is being attacked (large monsters can only be targeted once by a single attack, even if an attack covers multiple spaces), and, if a hero, the equipped weapon used. Heroes may attack with **fists** for **1 red die**.

2. Confirm Line of Sight (LOS)

Figures must be able to trace an *uninterrupted* straight line between the centres of the spaces.

3. Count Range & Roll Attack

If a ranged attack, determine **range** by counting the number of spaces to the targeted space.

Roll the dice corresponding to the monster's attack or the hero's weapon. Heroes add **black power dice** depending on their traits.

4. Determine Attack Success

Any **miss** result results in a failed attack *(this is the only way a melee attack can miss)*.

The attack **hits** if the total range numbers shown on the dice are equal to or greater than the range.

5. Spend Power Surges, Power Enhancements, Fatigue

If a **miss** result was *not* rolled, the range and damage may be modified as follows:

Power Surges (heroes): heroes may use power surges rolled on the dice to trigger special effects depending on the weapon used; in some cases more then once if enough are rolled.

Power Surges (overlord): the overlord may spend 2 power surges to gain 1 threat token; unused surges are lost.

Power Enhancements (heroes or overlord): black dice may show power enhancements; for each rolled a player may increase either the range or the damage by 1.

Fatigue (heroes): heroes may spend 1 or more fatigue tokens to add additional power dice to the roll.

An attacker may never roll more than 5 total power dice for a single attack.

6. Inflict Wounds

The total number of **heart** icons (including any bonus damage) is the total damage.

Subtract the hero's or monster's total **armor rating** from the damage to arrive at actual damage.

For each wound, heroes remove a wound token and monsters place a wound token next to their figure. When a hero removes his last wound token, or when a monster takes tokens equal to his wound rating, he is killed.

MONSTER & HERO DEATH

Killed monsters are removed from the board and returned to the overlord's reserves.

A hero dealing the killing blow to a master monster receives 50 coins.

Killed heroes immediately end their turn and move to the **town**. The hero loses half (rounded down to the nearest 25) of his money but does not lose items or skill cards, and any lingering effects are removed.

The hero players lose conquest tokens equal to the hero's conquest rating.

Next round the hero takes his turn as normal.

LARGE MONSTERS

Large monsters occupy all of the spaces they fill and LOS can be traced to any of those spaces (but they can only be targeted once by a single attack).

They are not affected by **pits** unless they move entirely into one, and cannot move up or down **staircases**.

They either move one half into a non-diagonal adjacent space while the other half moves into the space just vacated, or move both halves into a diagonally adjacent space by moving both halves in the same diagonal direction.

TREACHERY

The overlord player may choose to **customize** the overlord deck.

The overlord **base deck** consists of all the cards with no **treachery** gem (middle icon).

In order to add a card that has a treachery cost, spend the listed amount of treachery of the proper type (*green*, *purple* or *red*) and replace a card from the base deck.

For every 2 points of *unspent* treachery of any type, the overlord draws 1 extra overlord card to start the game (to a maximum of 8 cards).

At the end of the game, the overlord deck is restored to its original condition.

Dark Glyphs

Each **dark gylph** costs 2 treachery of the appropriate color.

They are mixed in with the normal glyph markers, turning all so they are red (unactivated) side up.

Glyphs activated at game start may not be dark glyphs.

Summoning (Red) When activated or used to move to or from town, the overlord may **spawn 2 monsters** (any combination of beastmen, skeletons, bane spiders, razorwings, hellhounds, and/or sorcerers), following the normal spawning rules.

Otherwise, this glyph functions as normal.

Sundered (Green) Only provides **1 conquest token** when activated, and cannot be used to move to or from town like a normal glyph.

Power (Purple) When activated or used to move to or from town, the overlord may **draw 2 cards** and look at them. He then keeps one and discards the other for threat.

Otherwise, this glyph functions as normal.

When a new glyph is placed on the map the overlord may select whichever glyph he wishes from his pool.

Dark Relics

The overlord must spend treachery to swap at least 1 copy of the **dark relic** overlord card into his deck.

When he plays the card he can substitute any dark relic of his choice from the dark relic deck for one of the treasure cards the heroes were about to receive.

The dark relic threat cost must be paid in addition to the cost of the treasure card (*copper, silver* or *gold*) the relic is replacing (as described on the dark relic trap card).

The hero who receives a dark relic must immediately equip it, un-equipping other items to do so if necessary. A dark relic cannot be unequipped or dropped. Any dark relics a killed hero was carrying are discarded.

CONQUEST TOKENS & WINNING

Heroes gain and lose **conquest tokens** as they make their way through the dungeon.

Players must complete the quest with at least **1** conquest token remaining.

If the heroes ever run out of conquest tokens, the game immediately ends and the overlord wins.

Action/Event	Tokens Gained/Lost
Activating a Glyph	+3
Opening a chest	varies
Hero killed	-2 to -4
Last overlord card drawn	-3
Triggering encounters	varies
Killing named monsters	varies

DESCENT: Journeys in the Dark

OVERLORD

TRAPS

Boulders Treated as a wall for the purposes of blocking LOS, attacks and movement.

All boulders are moved at the start of the overlord's turn before anything else. For each boulder, roll 1 red and 1 yellow die and move a number of spaces equal to the total range in the direction shown on the boulder.

Any figure in a space the boulder moves into (except in a pit the boulder rolls over) is instantly killed regardless of wounds, armor or special abilities.

Boulders clear rubble from any space they move through but ignore most other obstacles. A boulder colliding with a wall or closed door is destroyed, as is the moving boulder if two boulders collide.

Boulders roll across pits unless they move completely into the pit, in which case they are destroyed (killing anyone in the pit). A figure in a pit rolled over is safe, but cannot move out of any space covered by the boulder.

Boulder ramps do not block LOS or movement. A boulder moving into a boulder ramp space is turned in the direction indicated by the ramp.

Crushing Walls Treated as a wall for the purposes of blocking LOS, attacks and movement.

All crushing walls in play are moved at the start of the overlord's turn before anything else. Move each crushing wall 1 space in the direction indicated by the quest.

Any figure in a space the crushing wall moves into (except in a pit the wall moves over) is pushed along in front of the wall, taking 1 wound (no armor reduction). Any figure caught between a crushing wall and another, a wall, or a closed door, is instantly killed regardless of wounds, armor or special abilities.

Crushing walls clear rubble from any space they move through but ignore most other obstacles. Once a crushing wall has moved into a wall or closed door it is removed from the map.

Crushing walls move across pits; any figure in a pit is safe and may move between pit spaces safely.

Dart Fields Do not block LOS or movement, but each time any part of a figure occupies a dart field space it is hit if anything but a is rolled on 1 power die.

The victim receives 1 wound (no armor reduction) and 1 daze token.

Dart fields cannot be *jumped*.

Scything Blades Do not block LOS, but each time any part of a figure occupies a scything blade space it is hit if anything but a is rolled on 1 power die.

The victim receives 2 wounds (no armor reduction) and 1 bleed token.

Scything blades cannot be *jumped*.

OBSTACLES

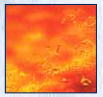
Altars Does not block LOS or movement. A **Good Altar** is activated when a hero stands on it and spends 2 MPs and 250 coins. An **Evil Altar** is activated when a monster stands on it and spends 2 MPs. The monster is then killed.

Corrupted Does not block LOS or movement. Each time a figure spends a point of fatigue on the space, the overlord gains 1 threat. Each time a figure loses a wound, he gains 2 threat. If struck by an 'instant death' he gains 2 threat for each wound the figure had before death.

Fog Blocks LOS but does not block movement. Figures have LOS into adjacent fog spaces; a figure in a fog space has LOS to all adjacent spaces, but none other.

Ice Does not block LOS or movement. A figure entering the space rolls a power die; on a his turn ends immediately. If the space was occupied by a friendly figure, the moving figure is placed on the last space it occupied.

Large figures are affected only if the move results in the entire figure on ice. *Familiars* or figures *flying* or using *Telekinesis* are not affected. May be *jumped*.



Lava Does not block LOS but if a figure moves onto the space it immediately suffers 2 wounds (no armor reduction) and receives 2 burn tokens.

Large figures are affected only if the entire figure is in lava spaces. Lava may be *jumped*.

Mud Does not block LOS but a *small* figure must spend 2 MPs to move onto the space or from one mud space to another. *Large* figures are affected only if the entire figure occupies mud spaces. Mud may be *jumped*.

Pits Do not block LOS, but a figure entering a pit space falls and suffers 1 wound (no armor reduction).

In a pit a figure can only trace LOS to spaces in the pit and spaces adjacent to the pit, but other figures may trace LOS to the figure. May climb out to an adjacent space for 2 MPs. Heroes may *jump* a pit if aware of it for 3 MPs per space.

Rubble Blocks LOS and movement.

Water Does not block LOS but blocks movement.

PROPS

Glyphs of Transport Heroes may move from a Glyph to the town once per turn for 1 MP.

They must first be activated (flip red side to white side) when a hero enters the space; the heroes gain 3 conquest tokens for doing so.

Monsters may not end their move in any activated Glyph space.

Glyphs are not items and cannot be picked up or moved.

Dark Glyphs

Each **dark gylph** costs 2 treachery of the appropriate color. They are mixed in with the normal glyph markers, turning all so they are red (unactivated) side up. Glyphs activated at game start may not be dark glyphs.

Summoning (Red) When activated or used to move to or from town, the overlord may **spawn 2 monsters** ((any combination of beastmen, skeletons, bane spiders, razorwings, hellhounds, and/or sorcerers), following the normal spawning rules. Otherwise, this glyph functions as normal.

Sundered (Green) Only provides **1 conquest token** when activated, and cannot be used to move to or from town like a normal glyph.

Power (Purple) When activated or used to move to or from town, the overlord may **draw 2 cards** and look at them. He then keeps one and discards the other for threat. Otherwise, this glyph functions as normal.

When a new glyph is placed on the map the overlord may select whichever glyph he wishes from his pool.

Dark Relics

The overlord must spend treachery to swap at least one copy of the **dark relic** overlord card into his deck.

When he plays the card he can substitute any dark relic of his choice from the dark relic deck for one of the treasure cards the heroes were about to receive.

The dark relic threat cost must be paid in addition to the cost of the treasure card *(copper, silver* or *gold)* the relic is replacing (as described on the dark relic trap card).

The hero who receives a dark relic must immediately equip it, unequipping other items to do so if necessary.

A dark relic cannot be unequipped or dropped. Any dark relics a killed hero was carrying are discarded.

Cursed Items

Any time an item with the **Cursed** trait is equipped, the hero receives one curse token.

If the hero is killed, he must immediately either discard or re-equip any cursed items he had equipped when he died.

He receives 1 curse token for each cursed item that he re-equips, to replace the curse tokens removed when he died.

STAIRS

Heroes and *small* monsters may move from one staircase space to another space of a staircase of the same color for 1 MP. Attacks (and LOS) may be made through ends of matching staircases as though adjacent.

DOORS

Closed doors block movement, LOS and all attacks. It costs a figure on an adjacent square 2 MPs to open or close a door. It cannot be closed if a larger monster blocks it. Monsters cannot open any door leading to an unrevealed area.

Rune-Locked Doors begin play locked; once a **runekey** has been found all rune-locked doors of its colour are unlocked for heroes (monsters can never open or close one, however *named* monsters may *always* open those into already revealed areas). Runekeys are not items and do not have to be equipped or carried.

OVERLORD TURN

1. **Collect 1 Threat per hero.**
2. **Draw 2 Overlord cards.**
   Must discard down to 8 cards or less. At any time may discard cards to collect extra threat tokens.
3. **Play 1 Spawn card if desired.**
4. **Activate Monsters.**
   Each monster on the board may be activated once.

MOVEMENT ACTIONS

Task	Movement Used
Drop an item (forever lost unless relic)	0
Open/close normal door	2
Up or down a staircase (not large monsters)	1
Jump over pit	3

MONSTER DEATH

Killed monsters are removed from the board and returned to the overlord's reserves.

A hero dealing the killing blow to a master monster receives 50 coins.

CONQUEST TOKENS

Action/Event	Tokens Gained/Lost
Activating a Glyph	+3
Opening a chest	varies
Hero killed	-2 to -4
Last overlord card drawn	-3
Triggering encounters	varies
Killing named monsters	varies

AURA

Any enemy figure that moves into an adjacent square immediately suffers 1 wound (no armor reduction).

No damage is inflicted when the figure with the ability moves adjacent to an enemy. The Aura ability can stack.

BASH

Roll up to 5 power dice with the attack. If any roll is blank, the attack is a miss. Otherwise, the attack proceeds with this ability: **: +5 Damage and Pierce 2.** The figure never *has* to roll power dice with the attack.

BERSERK

If the monster has one or more wound tokens on it, it rolls all 5 power dice when attacking.

BLACK CURSE

All enemy figures within 3 spaces suffer -1 Range and -1 Damage to all attacks.

Melee attacks still ignore range. Any figure that deals the killing blow (and the creature actually dies) to a figure with Black Curse receives 1 curse token.

BLAST

Full damage to each figure in an area within x number of spaces of the target space (**x** is the rank of the ability).

Only spaces with LOS (ignoring figures) to the target are affected. Blast areas cannot pass through walls, closed doors, or blocking obstacles. If the attack is dodged by more than 1 figure, only 1 re-roll may be made (first dodging player to the attacker's left decides the dice to be re-rolled).

BLEED

If received attack inflicts at least 1 damage (before armor) place a Bleed token by figure in addition to normal wounds (a figure can have more than 1 bleed token at a time).

BOLT

All figures under the Bolt template (placed against one side of the attacking figure) receive full damage. Only misses on a Miss result.

If the attack is dodged by more than 1 figure, only 1 re-roll may be made (first dodging player to the attacker's left decides the dice to be re-rolled).

Bolt attacks cannot pass through walls or closed door but do not otherwise need LOS.

BREATH

All figures under the Breath template (placed against one side of the attacking figure) receive full damage. Only misses on a Miss result.

The attack can only be blocked by walls and closed doors. If the attack is dodged by more than 1 figure, only 1 re-roll may be made (first dodging player to the attacker's left decides the dice to be re-rolled).

Breath attacks cannot pass through staircases.

BURN

If an Burn attack inflicts at least 1 point of damage (before armor) the target catches fire.

Apply wounds, then place a burn token next by the figure (a figure can have more than 1 burn token at a time).

COMMAND

Adds 1 to the damage and range of all attacks made by friendly figures within 3 spaces (including figure with the ability and ignoring LOS).

Multiple effects are cumulative.

DARK PRAYER

1 threat is generated for the overlord for every rolled when attacking, instead of for every 2 surges.

Also +1 Range *and* +1 Damage for each rolled when attacking.

DAZE

If attack inflicts at least 1 damage (before armor) place a Daze token by target in addition to normal wounds.

A figure can have more than 1 daze token at a time.

FEAR

When an attack affects a space containing a figure with Fear, attacker must spend 1 power surge for every Fear rank.

If the surges cannot be spent the attack misses. Surges spent this way cannot activate other abilities.

FLY

May move through enemy figures and obstacles but may not end move in such a space.

The flying figure may end its turn in a space containing an obstacle that inflicts damage without effect.

FROST

If a Frost attack inflicts at least 1 point of damage (before armor) the target is covered with ice.

Apply wounds, then place a frost token by the figure (a figure can have more than 1 frost token at a time). Monsters are not affected.

GHOST

Cannot be attacked by adjacent figures using a melee attack.

A figure with the Reach ability can attack a figure with Ghost using a melee attack, as long as both figures are not adjacent and the Ghost figure is within range of the Reach figure.

GRAPPLE

Enemies adjacent to a figure with Grapple cannot spend any MPs until the figure dies, but may attack as normal.

IRONSKIN

Immune to Aura, Bleed, Burn, Pierce, Poison and Sorcery. All damage dealt by multiple space attacks (Blast, Bolt or Breath) is reduced to 0.

KNOCKBACK

After inflicting at least 1 damage (before armor), attacker may immediately move each affected target figure up to 3 spaces.

For each space beyond the first that a *large* monster occupies, it is moved 1 less space.

The final space cannot contain another figure or an obstacle that blocks movement (but it could be a pit or other trap).

The movement is not blocked by figures or obstacles, but figures cannot be moved through a closed door or wall.

LEAP

Once per turn, may move up to 2x move in orthagonal straight line, then make 1 attack roll that affects all enemy figures in the spaces moved through, only missing on a *Miss* result.

Leap ignores obstacles (except walls and doors) and enemy figures, but the figure must end the move on an empty space and cannot then move further. If a leap attack is dodged by more than 1 figure, only 1 re-roll may be made (first dodging player to the attacker's left decides the dice to be re-rolled).

LEECH

For each wound lost due to a Leech attack, the target also loses 1 fatigue (or suffers 1 additional wound, ignoring armor, if out of fatigue) and the attacker is healed of 1 wound.

MORPH

For each morph die shown, the overlord may choose an attack die the monster uses (the attack must include at least 1 red, white, or blue die).

The type of attack is also chosen *(Melee:* must include a red die; *Ranged:* must include a blue die; or *Magic:* must include a white die).

NECROMANCY

May animate and control 1 small, unnamed monster at a time, to which the hero with Necromancy has dealt the killing blow.

The monster is returned to full health, controlled by the hero. It activates after the player's hero, and then must roll a power die and is killed on any result except a power enhancement.

PIERCE

Ignore 1 point of armor for each rank. Shields not affected.

POISON

Wound tokens lost due to a Poison attack are replaced by Poison tokens.

REACH

May make a melee attack targeting adjacent spaces *and* those at a range of 2.

LOS is only blocked by obstacles. Rolled range has no effect; attack only misses on a Miss result.

QUICK SHOT

May attack up to 2 times each time monster is activated.

SHADOWCLOAK

Not affected by attacks made by non-adjacent figures.

SORCERY

After making an attack roll, may add 1 to either range or damage for each rank of Sorcery. If the figure has multiple ranks the bonus may be split between the two.

STEALTH

Figure attacking a figure with Stealth must roll the stealth die in addition to the usual dice.

If any die result is an **X**, the attack is a miss. When a single roll affects multiple figures, and any of them have Stealth, a single stealth die is included, but its result used only for the figures that currently have Stealth. A maximum of only 1 stealth die is rolled for any 1 attack.

STUN

After inflicting at least 1 damage (before armor), place a stun token next to the figure (a figure can have more than 1 stun token at a time).

Named monsters cannot be stunned and master monsters suffer reduced penalties.

SWALLOW

A monster with Swallow that makes a successful attack (at least 1 damage before armor) **against a hero within 3 spaces can choose to swallow that hero.**

The hero suffers the attack damage as normal, then his figure is removed from the dungeon and placed on the stomach tile.

While on the stomach tile:

– at the start of each of his turns, he rolls black power dice equal to his remaining wounds. Each result not a blank gives him 1 wound (no armor).

– he cannot use any ability or skill that requires advancing, running, battling, or readying (except placing a hero order).

– he can only make 1 attack per turn against the swallowing monster (ignoring the monster's armor).

– he can use only 1 hand's worth of weapons, or make an unarmed attack.

– he cannot use surges or fatigue.

– he remains in the stomach until he or the monster is killed.

If the monster is killed, the hero is placed on a space of his choosing that was occupied by the killed swallowing monster. If the hero is killed, he is placed on the town tile as normal.

Only 1 hero may be in a monster's stomach at a time.

SWARM

Roll 1 extra power die for every other friendly figure adjacent to the target (up to the normal maximum of 5 total power dice).

SWEEP

Deals full damage to all enemy figures in melee range to the attacker.

If the attack is dodged by more than 1 figure, only 1 re-roll may be made (first dodging player to the attacker's left decides the dice to be re-rolled).

TREAD ICE

Immune to the effects of ice.

TRICKSTER

Overlord's cost to play Trap cards is reduced by 1 threat for each monster with this ability in play.

UNDYING

Roll 1 power die when the figure is killed; on a it is restored to full health; lingering effects remain and leftover damage is still applied.

UNSTOPPABLE

Immune to Daze, Grapple, Knockback, Stun and Web.

WEB

After inflicting at least 1 damage (before armor), place a web token next to the figure (a figure can have more than 1 web token at a time).

DESCENT: Journeys in the Dark

HEROES

1. **Refresh Exhausted Cards**
2. **Equip Items**

   Max: items whose total number of hand icons equals 2 or less, 1 armour, 3 potions and 2 other. **Pack Max:** Up to 3 *unequipped* items (facedown) and any amount of money.
3. **Take one Action**

Run

Move: Up to **2x Speed** in MPs.
Attack: Cannot attack.

Battle

Move: 0 MPs.
Attack: Up to 2 attacks any time during turn.

Advance

Move: Up to **Speed** in MPs.
Attack: 1 attack any time during turn.

Ready

2 half actions (one must be an order)

Move: Up to **Speed** in MPs.
Attack: 1 attack any time during turn.
Order: **May place 1 hero order**. If *prolonged action* order may also roll **power dice**.
Concentrate: A hero with a *prolonged action* order may roll **power dice**.

Fatigue At any time during turn spend 1 fatigue to gain 1 MP. After rolling attack spend 1 fatigue to roll each additional power die (5 max).

MOVEMENT ACTIONS

Task	Movement Used
Pick up a token in your space	0
Drop an item (forever lost unless relic)	0
Move from Glyph to town & vice versa	1
Up or down a staircase	1
Give any one item (not coins) to adjacent hero	1
Drink a potion (only once per turn)	1
Open/close door, chest or unlocked rune door	2
Re-equip (during turn)	2
Jump over pit	3
Shop in town	3

CONQUEST TOKENS

Action/Event	Tokens to: Heroes	Overlord
Activating a Glyph	3	-
Opening a chest	varies	-
Hero killed	-	2 to 4
Last overlord card drawn	-	3
Triggering encounters	varies	varies
Killing named monsters	varies	-

ORDERS

A HERO CAN ONLY HAVE ONE ORDER AT ANY ONE TIME

AIM

When: Before rolling for an attack.

Effect: Some or all of the dice may be re-rolled. The second result must be accepted.

Discard: If the hero uses the order, moves, takes a wound or changes his equipped items.

DODGE

When: When attacked.

Effect: forces the re-roll of some or all of the dice. Result must be accepted.

Discard: At the start of the hero's next turn, which means he can dodge multiple attacks.

If an aimed attack is made against a dodging target, both abilities are ignored.

GUARD

When: Any time during the overlord's turn.

Effect: Make one interrrupt attack.

Discard: If the hero uses the order or takes a wound, or at the start of the hero's next turn.

REST

When: Start of the hero's next turn.

Effect: Return fatigue to max value.

Discard: When it is used or if the hero takes a wound.

PROLONGED ORDER

When: When order is placed or a *concentrate* half action is taken.

Effect: Roll power dice to make a prolonged action (fatigue may be spent to add power dice).

Discard: At the end of the hero's turn

MONSTER & HERO DEATH

A hero dealing the killing blow to a master monster receives 50 coins.

A killed hero's turn immediately ends and he is moved to **town**. Lose half (round down to nearest 25) of money. Any lingering effects are removed.

The hero players lose conquest tokens equal to his conquest rating.

Next round the hero takes his turn as normal.

LINGERING EFFECTS

A HERO CAN HAVE MORE THAN ONE OF ANY OF THESE EFFECT TOKENS

BLEED

At the start of his next turn, the figure must roll the white die once for each bleed token.

Lose wounds (no armor) equal to damage rolled and then discard all bleed tokens.

BURN

At the start of each turn, the figure must roll a power die for each burn token.

For each rolled, one token is discarded.

Figure then suffers 1 wound (no armor) for each remaining token.

CURSE

The hero's conquest value is increased by 1 for each token.

Tokens are generally only discarded when the hero is killed.

DAZE

At the start of each turn, the figure must roll a power die for each daze token.

For each rolled, one token is discarded.

Each time a figure with 1 or more daze tokens attacks, he must choose 1 die to lose from its attack for each token.

FROST

At the start of each turn, the figure must roll a power die for each frost token.

For each rolled, one token is discarded.

Each time a figure with 1 or more frost tokens attacks with a weapon, roll 1 power die for each token.

If any rolls a blank, the weapon used to make the attack is discarded.

Also applies to the figure's shield each time it is exhausted to absorb damage, and armor each time an attack deals 5 or more wounds to him (before armor reduction).

POISON

The victim receives wounds as normal, then receives poison tokens equal to the number of wounds.

If the figure later receives healing, poison tokens are removed/healed first.

STUN

On the figure's next turn one stun token is discarded.

If a monster, its action immediately ends. If a hero or master monster, only receives 1 half action instead of a normal action, so he could choose to concentrate instead of moving, attacking, or placing an order.

May spend MPs (*eg* to drink a potion) or fatigue.

Named monsters are immune to stun.

TRANSFORMED

The *Curse* or *Dance of the Monkey God*: roll a blank on a power die to avoid this effect.

Replace the hero with this token and end his turn. Monkeys can move 5 spaces and have an armor value of 0 but cannot attack, take any actions or use any items. He may still use appropriate skills and may spend fatigue for extra movement.

The hero takes 2 extra wound tokens and discards one at the end of each turn after this one. The hero returns to normal when the last one is discarded.

WEB

At the start of each turn, the figure must roll a power die for each web token. For each rolled, 1 token is discarded.

If any tokens remain the figure cannot spend any MPs that turn.

TOWN

Heroes can go to the **town** via a Glyph, and a dead hero is sent back to the town. Heroes in the town are considered adjacent and may not be targeted by overlord cards.

A hero may *rest* in town, or buy and sell in any order and as often as desired. Items may be sold for half their value (rounded down to the nearest 25). Treasure cards can only be bought if the heroes have previously opened at least one chest of that type.

Heroes may choose to shop for 3 MPs.

Item	Cost in Coins
Healing, Vitality, Power, Invulnerability or Invisibility potion	50
Randomly draw 1 copper treasure	250
Randomly draw 1 silver treasure	500
Randomly draw 1 gold treasure	750
Randomly draw 1 new skill (select deck)	1,000
Choose 1 training token (trait max 5)	500

Each **training token** adds +1 to one of the hero's traits, to a maximum value of 5.

TRAPS

Boulders Treated as a wall for the purposes of blocking LOS, attacks and movement.

All boulders are moved at the start of the overlord's turn before anything else. For each boulder, roll 1 red and 1 yellow die and move a number of spaces equal to the total range in the direction shown on the boulder.

Any figure in a space the boulder moves into (except in a pit the boulder rolls over) is instantly killed regardless of wounds, armor or special abilities.

Boulders clear rubble from any space they move through but ignore most other obstacles. A boulder colliding with a wall or closed door is destroyed, as is the moving boulder if two boulders collide.

Boulders roll across pits unless they move completely into the pit, in which case they are destroyed (killing anyone in the pit). A figure in a pit rolled over is safe, but cannot move out of any space covered by the boulder.

Boulder ramps do not block LOS or movement. A boulder moving into a boulder ramp space is turned in the direction indicated by the ramp.

Crushing Walls Treated as a wall for the purposes of blocking LOS, attacks and movement.

All crushing walls in play are moved at the start of the overlord's turn before anything else. Move each crushing wall 1 space in the direction indicated by the quest.

Any figure in a space the crushing wall moves into (except in a pit the wall moves over) is pushed along in front of the wall, taking 1 wound (no armor reduction). Any figure caught between a crushing wall and another, a wall, or a closed door, is instantly killed regardless of wounds, armor or special abilities.

Crushing walls clear rubble from any space they move through but ignore most other obstacles. Once a crushing wall has moved into a wall or closed door it is removed from the map.

Crushing walls move across pits; any figure in a pit is safe and may move between pit spaces safely.

Dart Fields Do not block LOS or movement, but each time any part of a figure occupies a dart field space it is hit if anything but a ✖ is rolled on 1 power die.

The victim receives 1 wound (no armor reduction) and 1 daze token. Dart fields cannot be *jumped*.

Scything Blades Do not block LOS, but each time any part of a figure occupies a scything blade space it is hit if anything but a ✖ is rolled on 1 power die.

The victim receives 2 wounds (no armor reduction) and 1 bleed token. Scything blades cannot be *jumped*.

GLYPHS

Glyphs of Transport Heroes may move from a Glyph to the town once per turn for 1 MP.

They must first be activated (flip red side to white side) by having a hero enter the space; the heroes gain 3 conquest tokens for doing so. Monsters may not end their movement in any activated Glyph space.

Glyphs are not items and cannot be picked up or moved.

OBSTACLES

Altars Do not block LOS or movement. A **Good Altar** is activated when a hero stands on it and spends 2 MPs and 250 coins. An **Evil Altar** is activated when a monster stands on it and spends 2 MPs. The monster is then killed.

Corrupted Does not block LOS or movement. Each time a figure spends a point of fatigue on the space, the overlord gains 1 threat. Each time a figure loses a wound, he gains 2 threat. If struck by an 'instant death' he gains 2 threat for each wound the figure had before death.

Fog Blocks LOS but does not block movement. Figures have LOS into adjacent fog spaces; a figure in a fog space has LOS to all adjacent spaces, but non other.

Ice Does not block LOS or movement. A figure entering the space rolls a power die; on a ✖ his turn ends immediately. If the space was occupied by a friendly figure, the moving figure is placed on the last space it occupied.

Large figures are affected only if the move results in the entire figure on ice. *Familiars* or figures *flying* or using *Telekinesis* are not affected. May be *jumped*.

Lava Does not block LOS but if a figure moves onto a lava space it immediately suffers 2 wounds (no armor reduction) and receives 2 burn tokens.

Large figures are affected only if the entire figure in in lava spaces. Lava may be *jumped*.

Mud Does not block LOS but a *small* figure must spend 2 MPs to move onto the space or from one mud space to another. *Large* figures are affected only if the entire figure occupies mud spaces. Mud may be *jumped*.

Pits Do not block LOS, but a figure entering a pit space falls and suffers 1 wound (no armor reduction).

In a pit a figure can only trace LOS to spaces in the pit and spaces adjacent to the pit, but other figures may trace LOS to the figure. May climb out to an adjacent space for 2 MPs. Heroes may *jump* a pit if aware of it for 3 MPs per space.

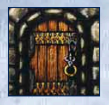
Rubble Blocks LOS and movement.

Water Does not block LOS but blocks movement.

STAIRS

Heroes and *small* monsters may move from one staircase space to another space of a staircase of the same color for 1 MP. Attacks (and LOS) may be made through ends of matching staircases as though adjacent.

DOORS



Closed doors block movement, LOS and all attacks. It costs a figure on one of the adjacent squares 2 MP to open or close a door. It cannot be closed if a larger monster blocks it. Monsters cannot open any door leading to an unrevealed area.

Rune-Locked Doors begin play locked; once a **runekey** has been found all rune-locked doors of its colour are unlocked for heroes (monsters can never open or close one, however *named* monsters may *always* open those into already revealed areas). Runekeys are not items and do not have to be equipped or carried.

TREASURE

Chests can be opened by a figure in their space for 2 MPs and are then removed from the game.

Heroes gain treasure even if in town. Items may immediately be equipped, even if re-equipping other items is necessary.

Money *Each* hero gets the indicated amount of money.

Copper Treasure *Each* hero draws 1 card from the copper treasure deck. May be sold in town for 125 coins.

Silver Treasure *Each* hero draws 1 card from the silver treasure deck. May be sold in town for 250 coins.

Gold Treasure Each hero draws 1 card from the gold treasure deck. May be sold in town for 375 coins.

Conquest Tokens Heroes receive indicated number of tokens.

Curse Overlord gains threat tokens equal to the number of heroes (and may use them to play a Trap card).

Money markers When picked up, *all* heroes (even if dead or in town) receive 100 coins.

Potions may be equipped for free when picked up if 3 potions are not already equipped. Each hero may only drink 1 potion (of any type) each turn.

A **healing potion** restores 3 wounds.

A **vitality potion** restores fatigue to maximum.

A **power potion** allows a hero to roll all 5 power dice on his next attack. The effect is cancelled if the hero is killed or drinks another potion before attacking.

An **invulnerability potion** is placed on the hero's sheet when drunk. Any time he is hit by an attack he may discard the potion after the attack roll for +10 armor against that attack. The effect is cancelled if the hero is killed or drinks another potion before attacking.

An **invisibility potion** is placed on the hero's sheet when drunk. The hero gains the **Stealth** ability. At the start of his turn, roll a power die. If the result is a ✖ the potion wears off and the token removed.

Relics Can be never be sold and are never lost; if dropped the marker is placed on the board.

FAMILIARS & COMPANIONS

A **familiar** begins the game in the same space as its owner and moves after his turn is finished. It can occupy the same space as an enemy figure and does not block LOS.

It does not count as a hero for monster spawning, cannot carry items, perform actions or jump pits unless specifically indicated, and cannot be attacked or harmed in any way.

Boggs the Rat Speed 4.

Monsters cannot be spawned within his LOS, just as if he was a hero.

Bottle Imp Speed 4. *Aura* ability.

Furr the Spirit Wolf Speed 4.

Furr can Melee attack once per turn, before, during or after his movement (if his owner is within 5 spaces and has LOS), rolling 1 white die. His attack ignores armor.

Mata and Kata Speed 6.

Each can pick up or be given and carry one item, including potions, and can give the item to an adjacent hero or each other for 1 MP.

Pico Pico must be carried (does not count towards item limits and can be passed to an adjacent hero for 2 MPs).

If carrying Pico roll one extra power dice on all attacks (up to the usual limit of 5).

Shadow Soul Speed 5. *Flying* ability.

Cannot end move in the same space as another figure, and other figures cannot end their move on its space.

At the start of the owner's turn, he may *either:* swap places with the Soul; move it to an empty space adjacent to the owner; or do nothing. The owner then receives his normal turn.

Sharr the Brightwing Speed 5. *Flying* ability.

If Sharr ends her move in the same space as a friendly figure, that figure recovers 2 wounds.

If she ends her move in an activated dark glyph space, it is converted to a normal activated glyph.

Skye Speed 5. *Flying* ability; can end move in the same space as another figure.

Adjacent enemies cannot dodge or aim and their armor is reduced by 1 (min 0).

TOWN EQUIPMENT

Item	Price	Dice	Abilities	Special	Hands	#
Ranged Weapons						
Throwing Knife	50		+1 Range +1 Damage			2
Bow	75		+1 Range +1 Damage	**Pierce 1**		2
Sling	100		+1 Range +1 Damage			2
Crossbow	150		+1 Range +1 Damage			2
Melee Weapons						
Dagger	25		+1 Damage	Off-hand bonus: free		2
Walking Stick	75		+1 Damage	**Reach**		2
Sword	75		+1 Damage	Off-hand bonus: +1 Damage		3
Morning Star	75		+1 Damage	Off-hand bonus: +1 Damage and 1 Free Surge		1
Hammer	100		+1 Damage	**Knockback**		1
Axe	100		+1 Damage			2
Armor						
Iron Shield	25		Exhaust to cancel 1 wound dealt to you unless attack ignores armor			2
Tunic	50		**+0 Armor** Roll 1 power die for each wound, cancel 1 for each blank rolled			2
Leather Armor	50		**+1 Armor**			3
Wizard's Robe	75		**+2 Armor vs Ranged/Magic, +0 Armor vs Melee** May equip 1 extra *Other* item			2
Chain Mail	100		**+2 Armor** Base speed reduced to 4, may not equip *Runes*			2
Magic Weapons						
Mage Staff	150		+1 Range +1 Damage			3
Rune: Blinding Light	150		+1 Damage **Stun**			2
Rune: Immolation	200		+1 Range +1 Damage			2
Rune: Sunburst	175		+1 Damage **Blast 1**			2
Other Items						
Ghost Armor	150		Spend 1 or more fatigue to cancel 1 or more wounds dealt to you			1
Curse Doll	200		Discard after equipping to remove up to 3 effect tokens placed on you			2
Ring of Protection	250		**+1 Armor**			1
Potions						
Healing	50		+3 Wounds			
Vitality	50		Recover all fatigue			
Power	50		Roll all 5 Power dice on next attack			
Invisibility	50		**Stealth**. At the start of your turn, roll a power die. If potion wears off.			
Invulnerability	50		+10 armor on attack of your choice			

HEROES

Item	Max Health	Max Fatigue	Base Armor	Speed	Traits: Melee	Traits: Ranged	Traits: Magic	Starting Skills: Fighting	Starting Skills: Subterfuge	Starting Skills: Wizardry	Conquest Value
Andira Runehand	12	4	1	4	-	-	3	0	0	3	3
When she makes a **Magic** attack on an adjacent enemy, she gains **Pierce 2**.											
Arvel Worldwalker	12	4	1	4	1	1	-	2	2	0	3
When a glyph is activated, may draw 2 feat cards instead of 1. Maximum feat hand size is 6.											
Aurim	8	5	1	5	1	1	1	1	0	2	2
On his turn, may discard 1 equipped potion and exchange for another of any type from the bank. May do this as often as desired.											
Battlemage Jaes	12	4	2	4	1	-	2	1	0	2	4
May equip *Runes* even while wearing *Armor* that would ordinarily prevent it.											
Bogran the Shadow	8	4	1	5	-	2	1	1	2	0	2
When he attacks an enemy that did not have LOS to him at the start of the current turn, he gains +2 damage.											
Brother Glyr	8	5	3	2	2	1	-	2	1	0	4
Always receives an extra 2 MPs each turn, regardless of his declared action.											
Corbin	8	5	2	3	2	1	-	1	2	0	4
Takes 1 fewer wound than usual each time he is wounded.											
Eliam	12	3	1	5	1	-	2	2	0	1	3
Once per turn, may spend 3 fatigue before making a **Melee** attack to give that attack the **Sweep** ability.											
Grey Ker	12	5	1	4	-	3	-	0	2	1	3
Can change declared action during his turn as long as total movement and attacks do not exceed those allowed by new action.											
Ispher	12	4	0	5	1	2	-	1	2	0	3
At the start of his turn, recovers 1 wound. Immune to **Poison**.											
Karnon	16	4	1	4	5	-	-	2	0	0	4
Tread Ice ability. Immune to **Frost** and **Fear**.											
Kirga	16	3	1	4	-	3	-	0	3	0	3
Overlord cannot spawn monsters within 5 spaces of him, regardless of LOS or other effects.											
Landrec the Wise	12	5	0	3	-	-	3	0	1	2	2
Receives 2 free surges on every attack roll.											
Laughin Buldar	16	3	1	4	3	-	-	3	0	0	4
May use a single two-handed melee weapon as if it were a one-handed weapon.											
Laurel of Bloodwood	8	4	1	5	1	2	-	1	2	0	3
After rolling a Ranged attack, may spend 1 fatigue to convert any extra range rolled into damage on one-for-one basis.											
Lord Hawthorne	16	4	1	4	3	-	-	3	0	0	4
Reach ability.											
Lyssa	8	5	1	5	1	1	1	2	1	0	2
When attacked, may force attacker to re-roll 1 Green, Yellow or Black die. Cannot do this when dodging or the attack is aimed.											
Mad Carthos	8	3	1	4	-	-	3	0	0	3	2
When making **Magic** attacks, he gains +2 damage.											
Mordrog	16	3	2	3	3	-	-	3	0	0	4
Recovers 1 fatigue each time he is wounded.											

Item	Max Health	Max Fatigue	Base Armor	Speed	Traits Melee	Traits Ranged	Traits Magic	Starting Skills Fighting	Starting Skills Subterfuge	Starting Skills Wizardry	Conquest Value
Nanok of the Blade	16	4	*	4	2	-	1	2	1	0	4
Cannot wear *Armor*. * is equal to 2 + his melee trait (the number of power dice he rolls when making a **Melee** attack).											
Okaluk and Rakash	16	2	0	6	2	1	-	2	1	0	3
Stealth ability.											
One Fist	12	3	2	4	2	1	-	1	2	0	4
Has **one hand** for equipping items. May always make 1 Melee attack, rolling 1 Red and 1 Green die, plus his normal action.											
Red Scorpion	12	4	1	4	1	1	1	1	1	1	3
At the start of her turn, may spend 1 fatigue to recover 1 wound or suffer 1 wound to recover 1 fatigue.											
Ronan of the Wild	12	4	1	5	1	2	-	1	2	0	3
Pico is your companion. Take his token at the start of the game.											
Runemaster Thorn	12	4	0	5	-	-	3	0	0	3	2
Once per turn, may spend 5 MPs to move to any empty space in his LOS.											
Runewitch Astarra	12	5	0	5	-	-	3	0	0	3	2
Glyphs activate when she moves within 6 spaces of them.											
Sahla	12	4	0	4	-	1	2	0	0	3	2
At the start of his turn, may spend 2 fatigue to discard 1 effect token on him. Discarded token does not take effect.											
Shiver	12	4	0	4	-	-	3	0	0	3	3
During the overlord's turn, has the **Aura 4** ability.											
Silouette	12	5	1	5	-	3	-	0	3	0	3
While she has a readied order, she may spend 2 fatigue to exhange it for a different order at any time.											
Sir Valadir	16	3	1	4	2	-	1	1	1	1	3
When he spends fatigue to add dice to an attack roll, he adds 2 power dice instead of 1 (up to normal 5 dice limit).											
Spiritspeaker Mok	12	4	0	4	1	-	2	1	0	2	2
Overlord's cost to play cards is increased by 1 threat token per card.											
Steelhorns	16	3	1	4	3	-	-	3	0	0	3
Can make 1 **Melee** attack when he declares a **Run** action. Must move in a straight line and end movement after the attack.											
Tahlia	16	3	2	3	3	-	-	3	0	0	4
When discarding a Guard order to make an interrupt attack, may move spaces equal to her Speed before or after attacking.											
Tetherys	12	4	1	4	-	2	1	0	3	0	3
May change her target after rolling for an attack.											
Trenloe the Strong	16	3	2	3	2	1	-	3	0	0	4
When attacking, may re-roll 1 Green, Yellow or Black die of choice. Cannot do this when target dodging or his attack is aimed.											
Varikas the Dead	16	4	2	3	2	-	1	2	0	1	4
At the start of his turn, he recovers 1 fatigue.											
Vyrah the Falconer	12	4	1	4	-	2	1	1	2	0	3
Skye is your familiar. Take his token at the start of the game.											
Zyla	8	5	0	4	1	1	1	1	1	1	1
Fly and **Ghost** abilities. Enemy figures can move through her, but cannot end their move in the same space.											